

FIG. 1

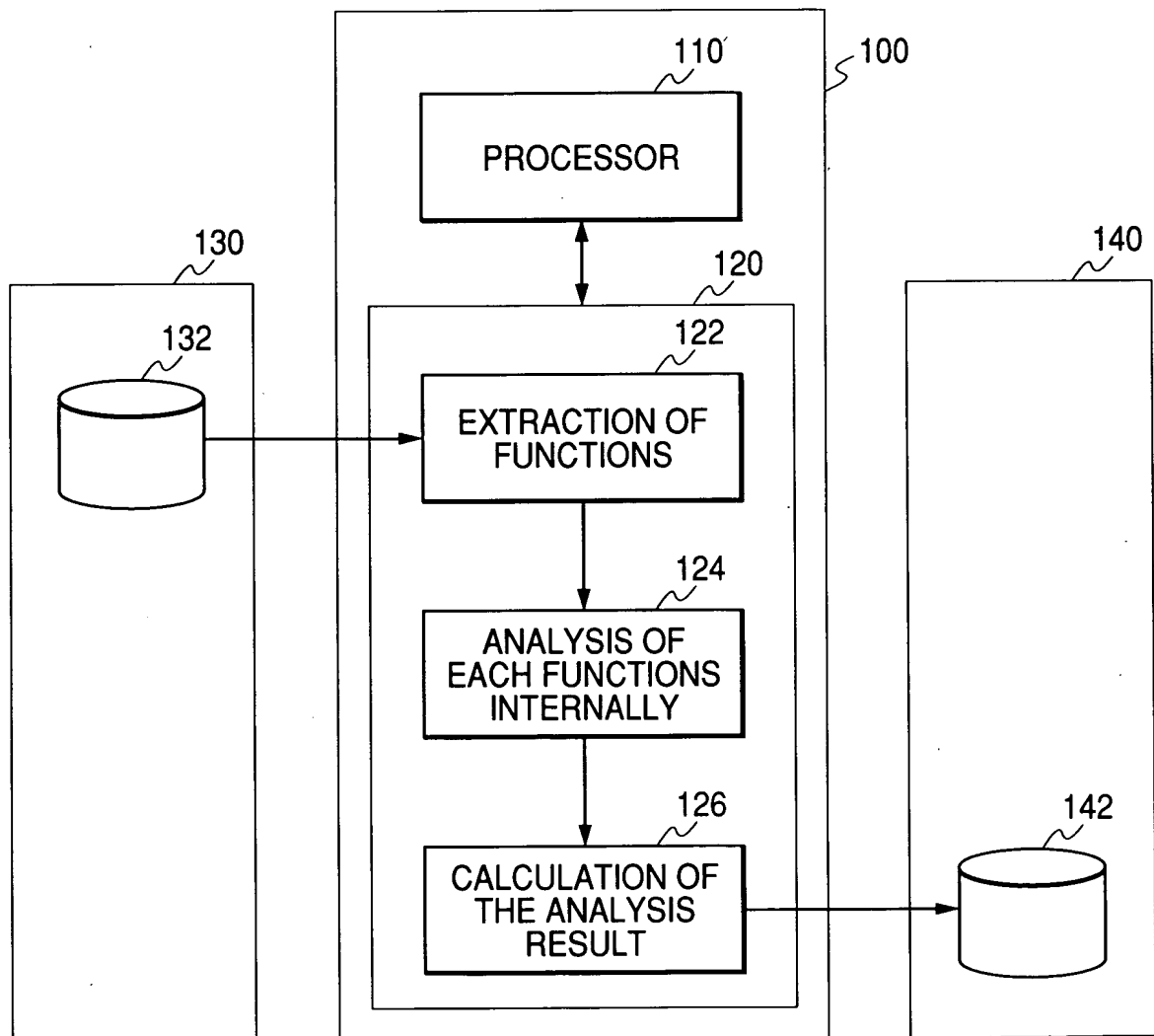


FIG. 2

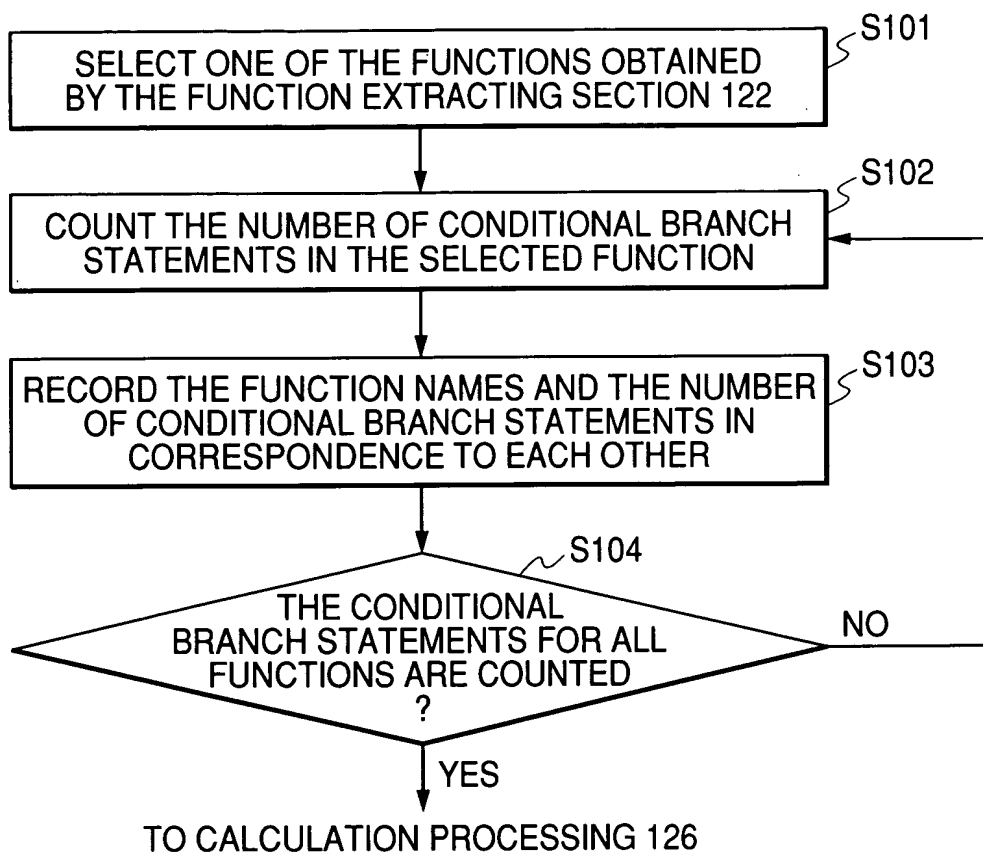
```

132  int      func_A      (AIN1,AIN2)
      int      AIN1,AIN2;
      {
      int      A1, A2;
      int      AO1;
      211  if (AIN1 == 10) {
      212      if (AIN2 > 20) {
      ...
      }
      } else {
      ...
      }
      213  if (AIN1 > 10) {
      ...
      }
      return (AO1);
      }

      int      func_B      (BIN1)
      int      BIN1;
      {
      int      B1, B2;
      int      BO1;
      if (BIN1 > 20) {
      ...
      }
      if (BIN1 > 18 ) {
      ...
      }
      if (BIN1 > 16) {
      ...
      }
      ...
      if (BIN1 > 2) {
      ...
      }
      }

      void      func_C      ()
      {
      ...
      }

```

FIG. 3**FIG. 4**

FUNCTION NAME	NUMBER OF CONDITIONAL BRANCH STATEMENTS
func_A	3
func_B	10
func_C	0

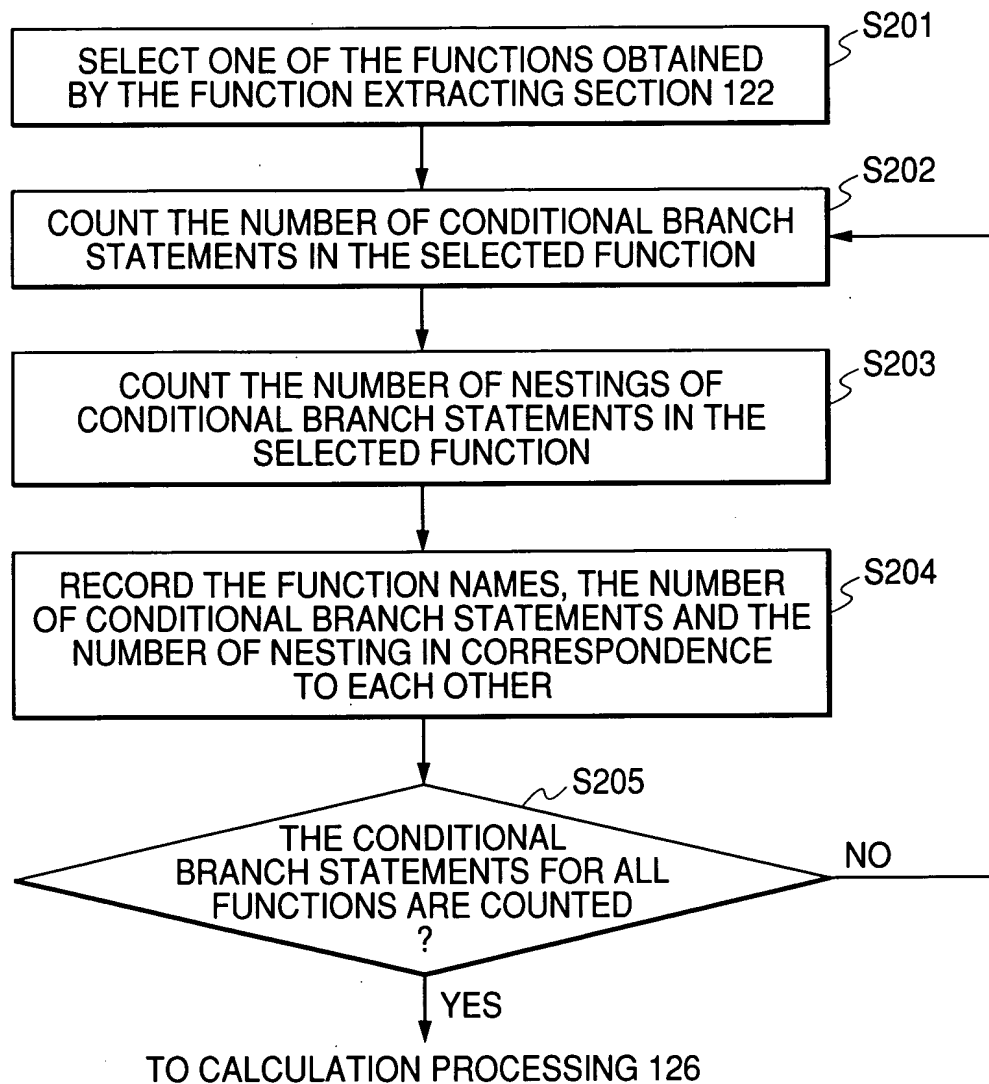
FIG. 5

FIG. 6

FUNCTION NAME	CONDITIONAL BRANCH STATEMENT		
	NUMBER	NUMBER OF NESTINGS	
		NUMBER OF NESTING STAGE	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS
func_A	3	0	2
		1	1
func_B	10	0	10
func_C	0	0	0

FIG. 7

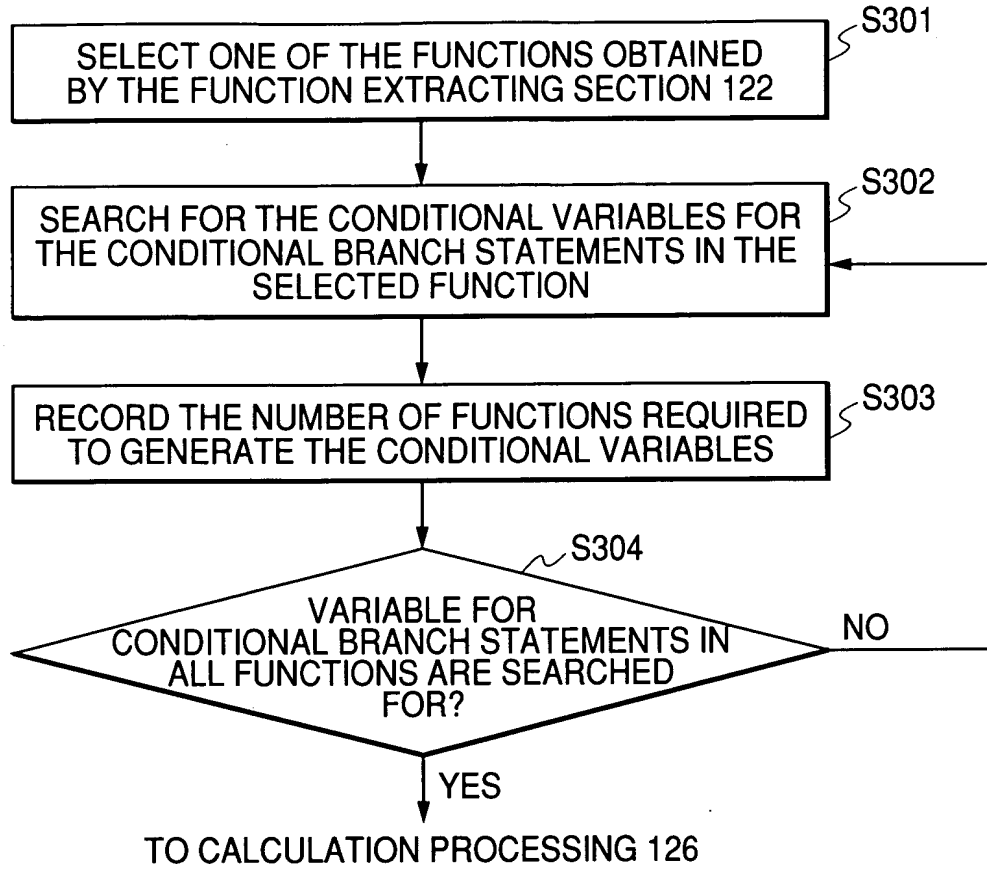
132

```

func_A      (AIN1,AIN2)
int         AIN1,AIN2;
{
  int       A1, A2;
  int       AO1;
  211- if (AIN1 == 10) {
        212- if (AIN2 > 20) {
                ...
            }
        } else {
            ...
        }
  213- }
  if (AIN1 > 10) {
    ...
  }
  return (AO1);
}

void func_D ()
{
  711- int D1, D2, D3;
      D2 = func_A1 ( D1 );
  712- AIN1 = func_A2 ( D2 );
      ...
      D3 = func_A ( AIN1, D2 );
}

```

FIG. 8**FIG. 9**

FUNCTION NAME	CONDITIONAL BRANCH STATEMENT		
	NUMBER	VARIABLE GENERATION	
		NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
func_A	3	2	1
		0	1
func_D	0	0	0

FIG. 10

```

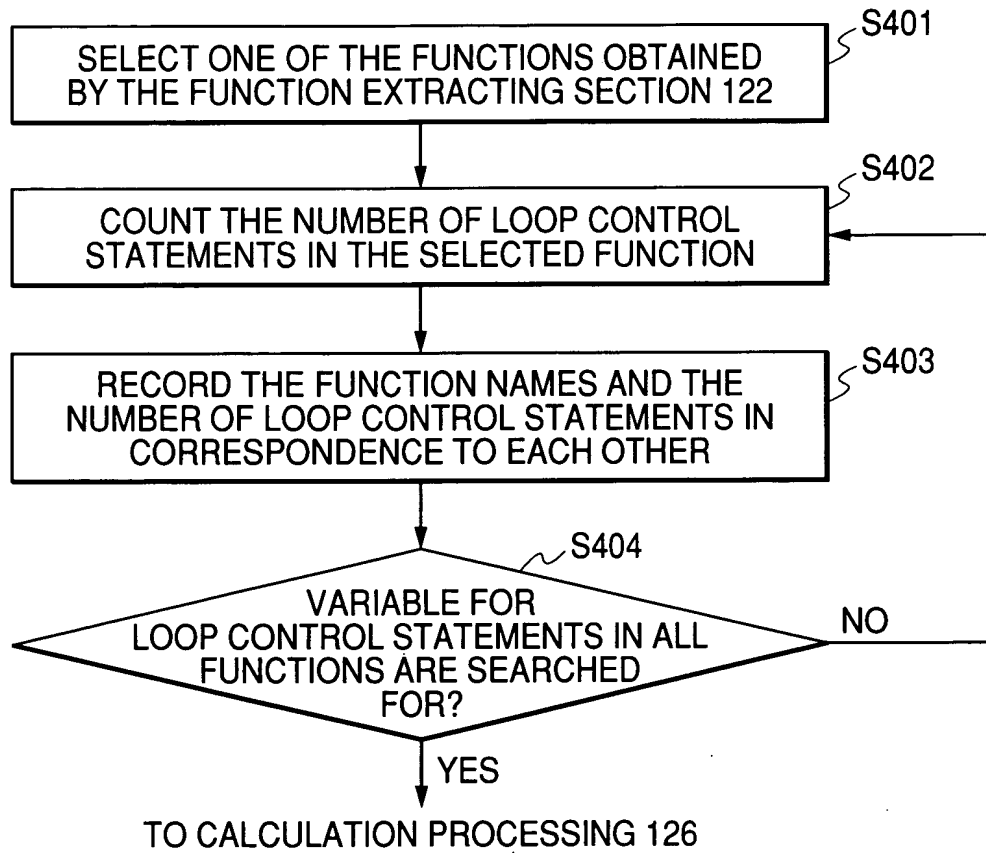
int      func_LA    (AIN1,AIN2)
int      AIN1,AIN2;
{
  int      ij;
  int      A1, A2;
  int      AO1;
1011  for (i = 0; i < AIN1; ++i) {
1012      for (j = 0; j < AIN2; ++j) {
          ...
      }
      ...
1013  }
  for (i = 0; i < 10; ++i) {
      ...
  }
  return (AO1);
}

int      func_LB    (BIN1)
int      BIN1;
{
  int      i;
  int      B1, B2;
  int      BO1;
  for (i = 0; i < BIN1; ++i) {
      ...
  }
  for (i = 0; i < BIN1; ++i) {
      ...
  }
  }
  for (i = 0; i < BIN1; ++i) {
      ...
  }
  ...
  for (i = 0; i < BIN1; ++i) {
      ...
  }
  }
}

void     func_LC    ()
{
  ...
}

```

132

FIG. 11**FIG. 12**

FUNCTION NAME	NUMBER OF LOOP CONTROL STATEMENTS
func_LA	3
func_LB	10
func_LC	0

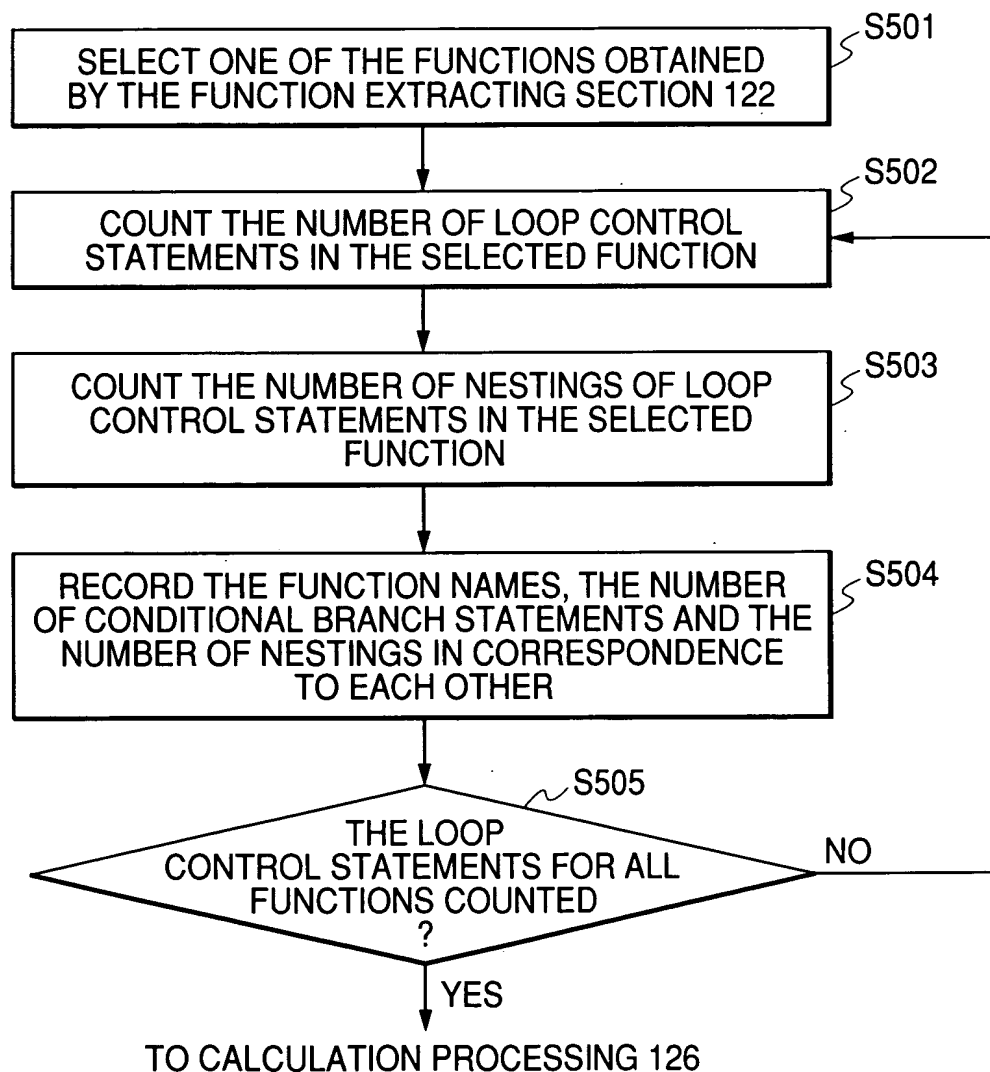
FIG. 13

FIG. 14

FUNCTION NAME	LOOP CONTROL STATEMENT		
	NUMBER	NUMBER OF NESTINGS	
		NUMBER OF NESTING STAGE	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS
func_LA	3	0	2
		1	1
func_LB	10	0	10
func_LC	0	0	0

FIG. 15

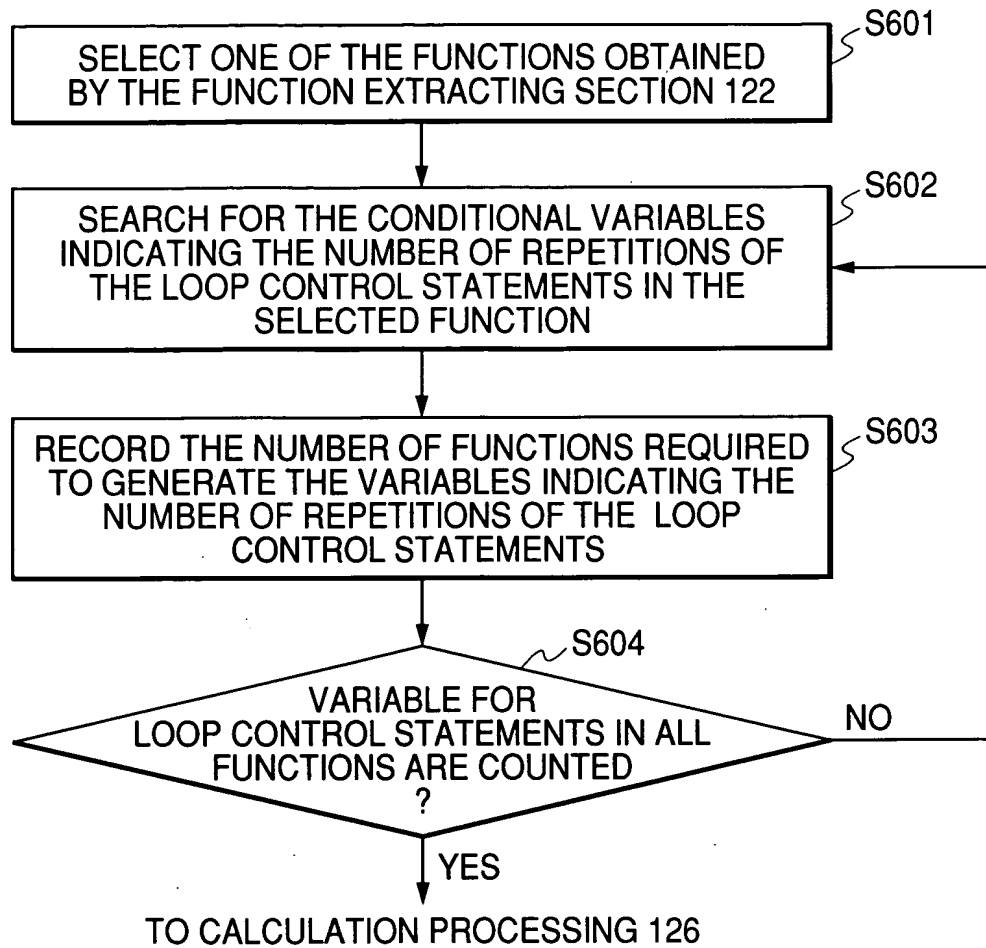
132

```

int      func_LA    (AIN1,AIN2)
int      AIN1,AIN2;
{
  int     A1, A2;
  int     AO1;
  1011 --- for (i = 0; i < AIN1; ++i) {
            1012 --- for (j = 0; j < AIN2; ++j) {
                      ...
                      }
            }
  1013 --- for (i = 0; i < 10; ++i) {
            ...
            }
  return (AO1);
}

void     func_LD    ()
{
  1511 --- int     D1, D2, D3;
            D2 = func_LA1 ( D1 );
  1512 --- AIN1 = func_LA2 ( D2 );
            ...
            D3 = funcL_A ( AIN1, D2 );
}

```

FIG. 16**FIG. 17**

FUNCTION NAME	LOOP CONTROL STATEMENT		
	NUMBER	VARIABLE GENERATION FOR THE NUMBER OF REPETITIONS	
		NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
func_LA	3	2	1
		0	1
func_LD	0	0	0

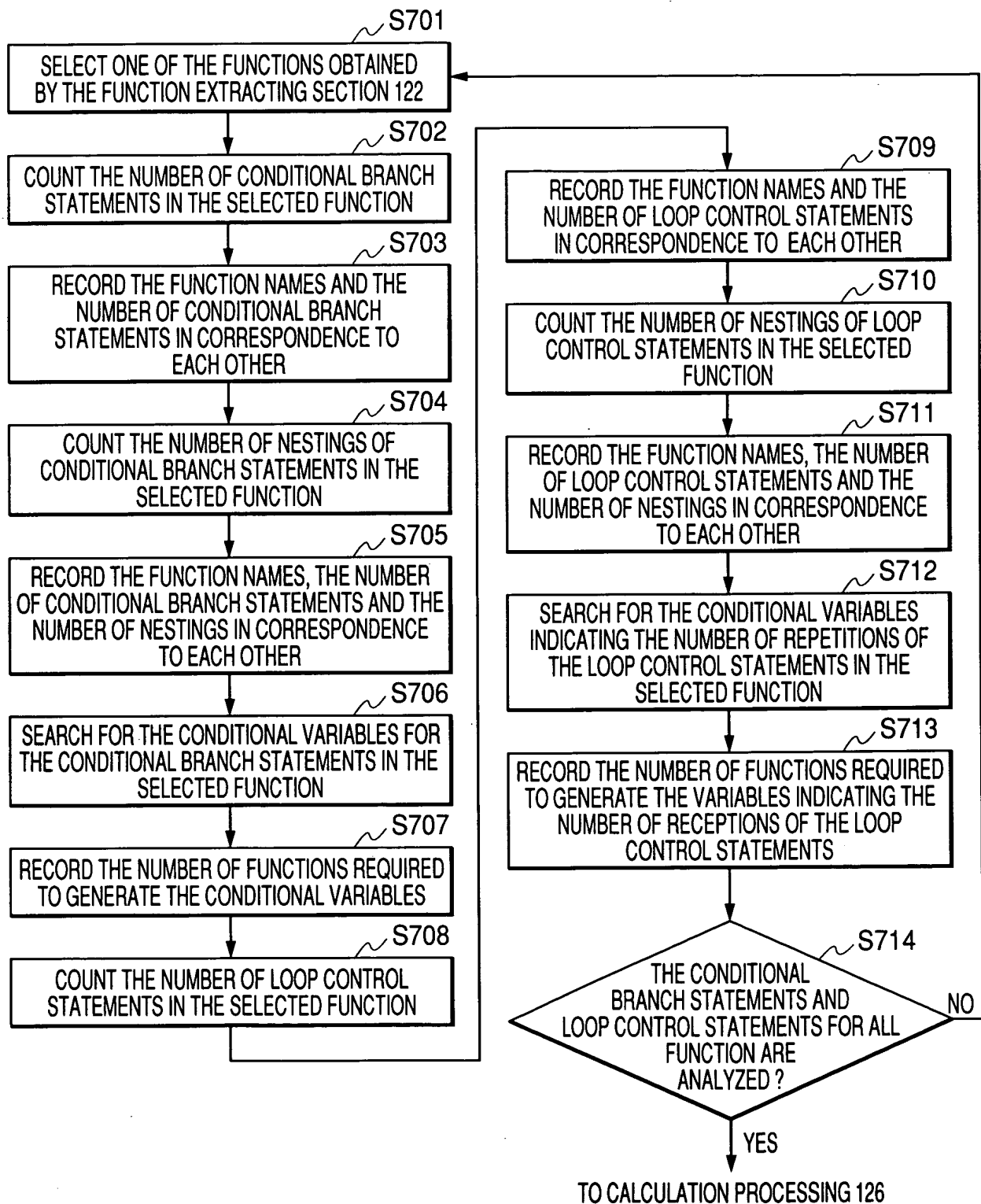
FIG. 18

FIG. 19

[illegible]

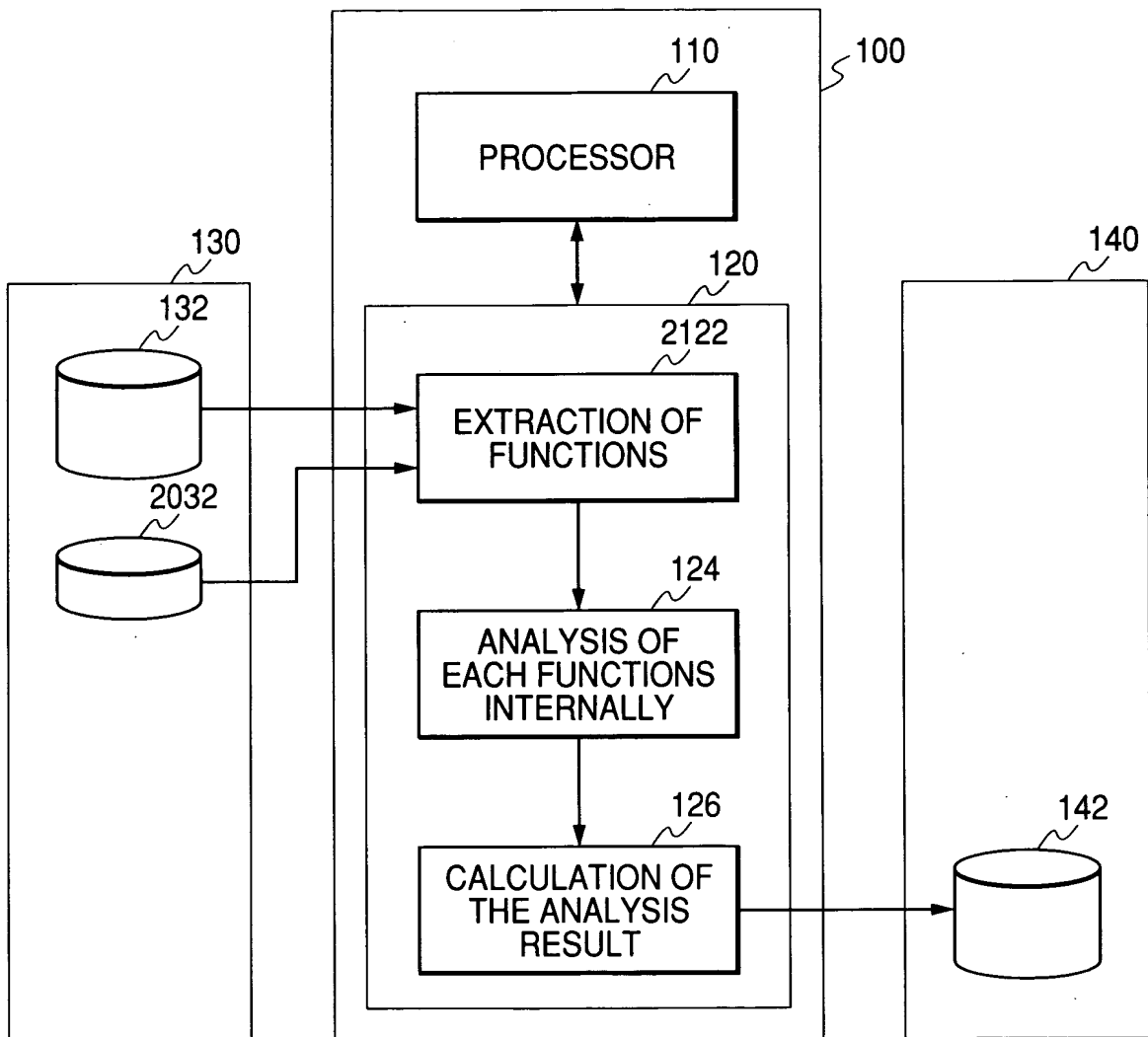
FIG. 20

FIG. 21

FUNCTION NAME	CONDITIONAL BRANCH STATEMENT		
	NUMBER	VARIABLE GENERATION	
		NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
func_A+func_D	3	2	1
		0	1

FIG. 22

FUNCTION NAME	LOOP CONTROL STATEMENT		
	NUMBER	GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS	
		NUMBER OF FUNCTIONS REQUIRED FOR GENERATION	NUMBER OF VARIABLES
func_LA+func_LD	3	2	1
		0	1

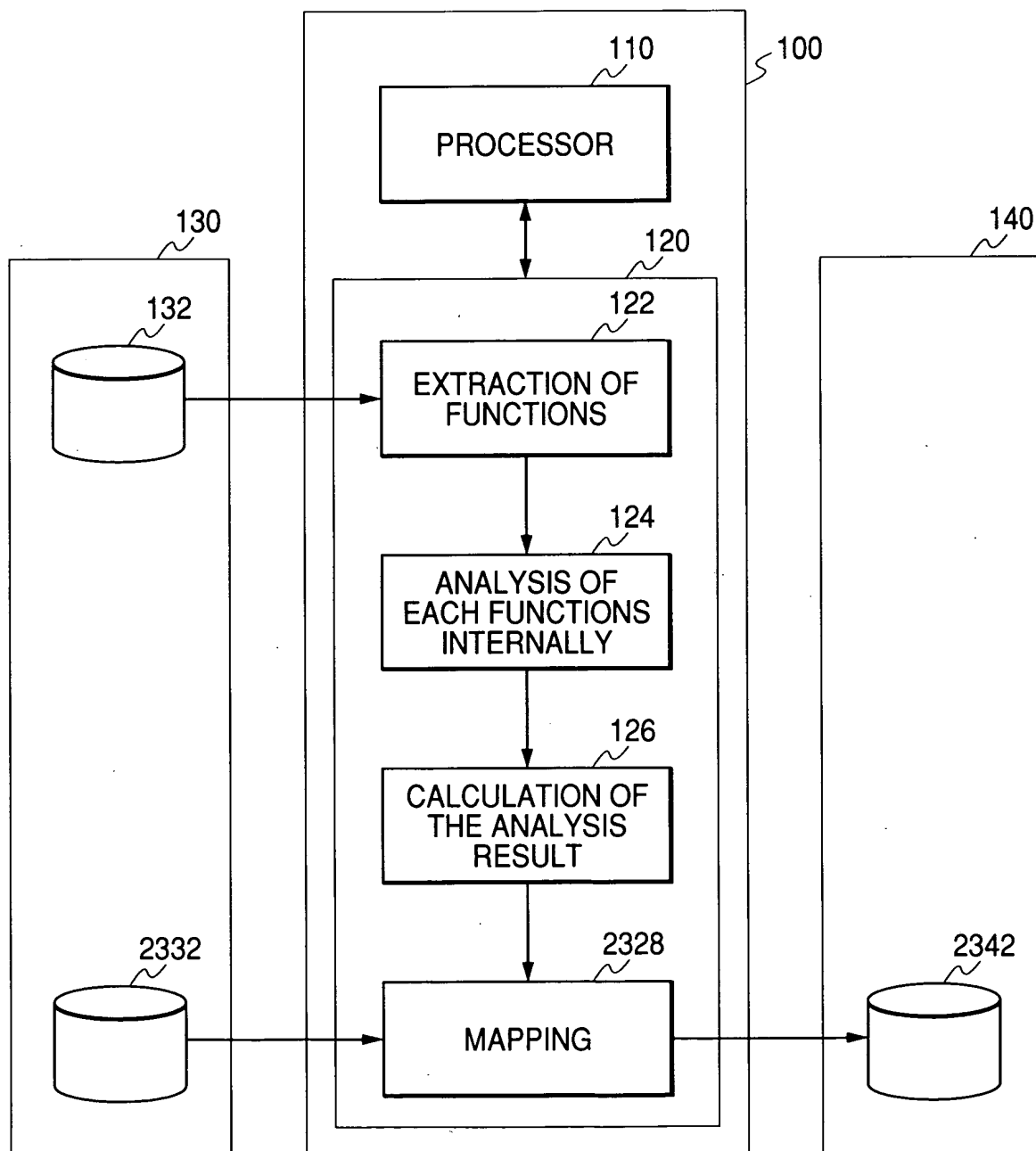
FIG. 23

FIG. 24

PROCESSING UNIT	PREFERABLE NUMBER OF CONDITIONAL BRANCH STATEMENTS
CPU	10 OR MORE
DSP	3 TO 9
DEDICATED LOGIC	2 OR LESS

FIG. 25

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func.A	DSP
func.B	CPU
func.C	DEDICATED LOGIC

FIG. 26

PROCESSING UNIT	PREFERABLE NUMBER OF LOOP CONTROL STATEMENTS
CPU	3 TO 9
DSP	10 OR MORE
DEDICATED LOGIC	2 OR LESS

FIG. 27

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func.LA	CPU
func.LB	DSP
func.LC	DEDICATED LOGIC

FIG. 28

FUNCTION NAME	APPROPRIATE CONDITIONAL BRANCH STATEMENT				APPROPRIATE LOOP CONTROL STATEMENT			
	NUMBER OF NESTINGS		VARIABLE GENERATION		NUMBER	NUMBER OF NESTINGS		GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS
	NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS	NUMBER OF VARIABLES		NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	NUMBER OF FUNCTIONS REQUIRED FOR GENERATION
CPU	0	1 OR MORE	0	1 OR MORE	3 TO 9	0	3 TO 9	3 TO 9
	1	1 OR MORE	1	1 OR MORE		1	0	1
	2 OR MORE	1 OR MORE	2 OR MORE	1 OR MORE		2 OR MORE	0	2 OR MORE
DSP	0	3 TO 9	0	3 TO 9	10 OR MORE	0	1 OR MORE	0
	1	3 OR LESS	1	3 OR LESS		1	1 OR MORE	1
	2 OR MORE	1 OR LESS	2 OR MORE	1 OR LESS		2 OR MORE	1 OR MORE	2 OR MORE
DEDICATED LOGIC	0	3 OR LESS	0	3 OR LESS	3 OR LESS	0	3 OR LESS	0

FIG. 29

FUNCTION NAME	APPROPRIATE CONDITIONAL BRANCH STATEMENT				APPROPRIATE LOOP CONTROL STATEMENT			
	NUMBER OF NESTINGS		VARIABLE GENERATION		NUMBER	NUMBER OF NESTINGS		GENERATION OF VARIABLES FOR THE NUMBER OF REPETITIONS
			NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING CONDITIONAL BRANCH STATEMENTS		NUMBER OF NESTING STAGES	NUMBER OF CORRESPONDING LOOP CONTROL STATEMENTS	
CPU	10 OR MORE (K=8)	0 (K=1)	1 OR MORE	0 (K=1)	3 TO 9 (K=6)	0 (K=1)	3 TO 9	0 (K=1)
		1 (K=2)	1 OR MORE	1 (K=2)		1 (K=1)	0	1 (K=1)
		2 OR MORE (K=3)	1 OR MORE	2 OR MORE (K=3)		2 OR MORE (K=1)	0	2 OR MORE (K=1)
DSP	3 TO 9 (K=8)	0 (K=1)	3 TO 9	0 (K=1)	10 OR MORE (K=6)	0 (K=1)	1 OR MORE	0 (K=1)
		1 (K=2)	3 OR LESS	1 (K=2)		1 (K=2)	1 OR MORE	1 (K=2)
		2 OR MORE (K=2)	1 OR LESS	2 OR MORE (K=2)		2 OR MORE (K=3)	1 OR MORE	2 OR MORE (K=3)
DEDICATED LOGIC	K=6	0 (K=1)	3 OR LESS	0 (K=1)	3 OR LESS (K=6)	0 (K=1)	3 OR LESS	0 (K=2)

CPU = 3+4+2+2=11

DSP = 6+4+4+6=20

DEDICATED LOGIC = 1+1+6+2+2=12

FIG. 30

FUNCTION NAME	APPROPRIATE PROCESSING UNIT
func_A	DSP
func_B	CPU
func_C	DEDICATED LOGIC
func_LA	CPU
func_LB	DSP
func_LC	DEDICATED LOGIC